





# Team 1: Sprint 1 Demo + Evaluation

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# SPRINT GOALS

- Splash screen to start the game
- Ability to start game with certain number of players
- Players start out with certain amount of money (can have limitless bank)
- Players have turns
- Player movement according to two six-sided die
- Collecting \$200 on passing
- Vanilla set of properties loaded in from .properties file, both ColorProps and SetProps, appear on board
- Ownership of/option to buy properties and transfer of funds from one player to another upon landing on a property
- Set and Color properties working properly
- Game pieces assigned to each player, shown on board
- Screen to show player wallet/assets

# VIEW

## **Flexibility of the code**

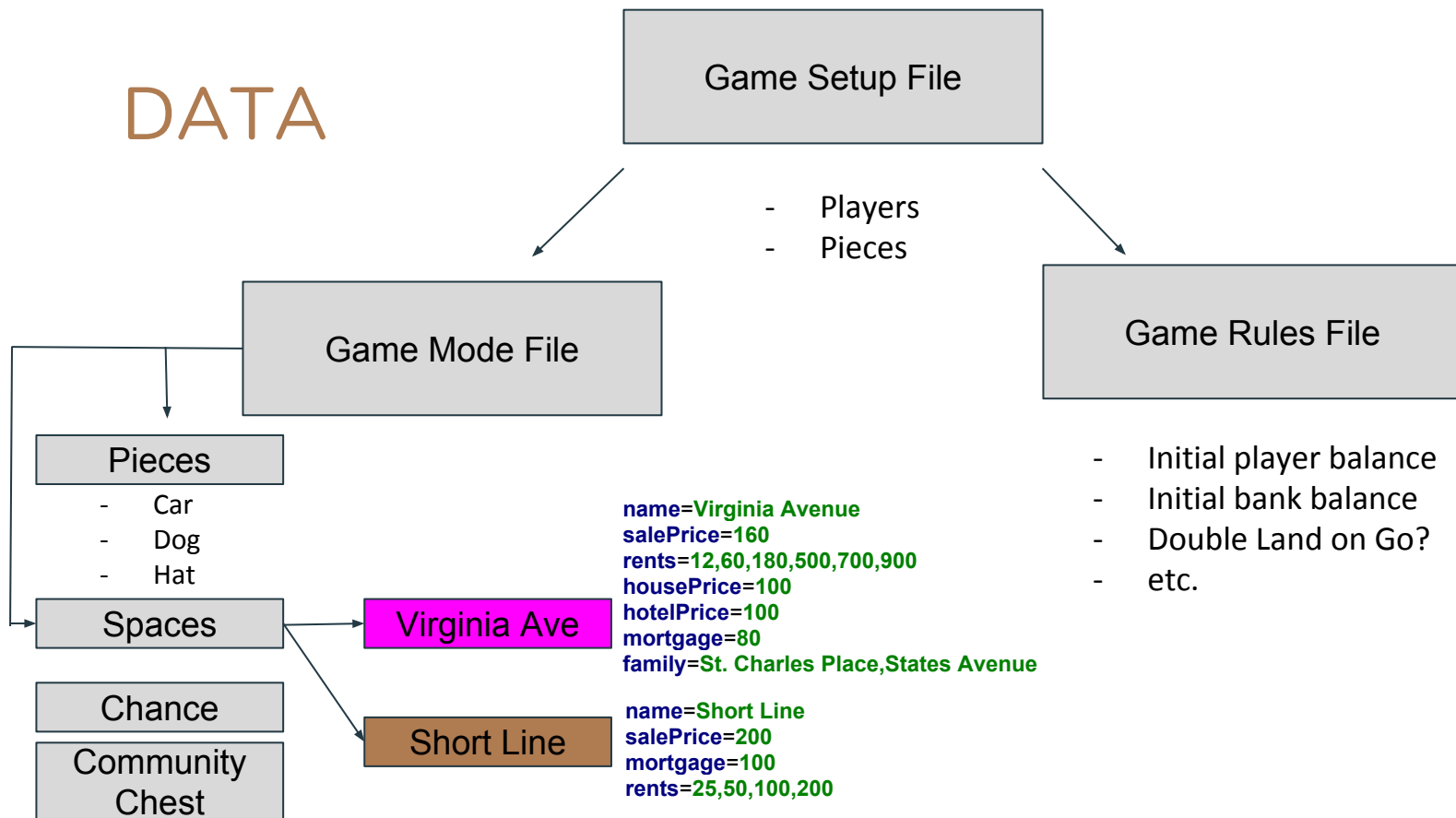
Abstractions : IView, BoardView, SpaceView, CommonSpaceView, PopUpView

Observer Pattern : IObserver, IObservable, Main Controller, Game Controller

Composite Pattern : Different View components

Factory Pattern : SpaceFactory (Open part of the code), ButtonMaker, HBox maker

# DATA



# DATA changes

- CommonSpace Hierarchy
  - CommonSpace
    - Money
      - Go, Income Tax
    - Movement
      - Go To Jail, etc

# Model

- Sprint Goals met
  - Turn functionality, \$200 on passing Go, property ownership and transference of ownership, movement via Dice
- Changes from design
  - New Agent Hierarchy
    - Agent
      - Bank
        - Player
        - InfiniteBank
  - New Property Hierarchy
    - Property (subclass of Space)
      - SetProperty
        - Railroad
        - Utility
        - ColorProperty
  - New Dice Class

# What went wrong & What are our plans for the future?

## Problems:

1. Engine team meeting late
2. Created a bottleneck
  - a. Shouldn't happen again since our core is in place.
3. Still getting used to checking our Slack channels

## The future:

1. Finish the View A\$AP
2. Implement the remaining spaces that were omitted from our Sprint 1 goals.
3. Implement higher level game functions such as buying properties and trading.
4. Implement Card functionality
5. Basically, by Sprint 2 we should have a fully functional Vanilla game with other rule configurations
  - a. Since we have Vanilla, expanding to other themes/version **should** be easy